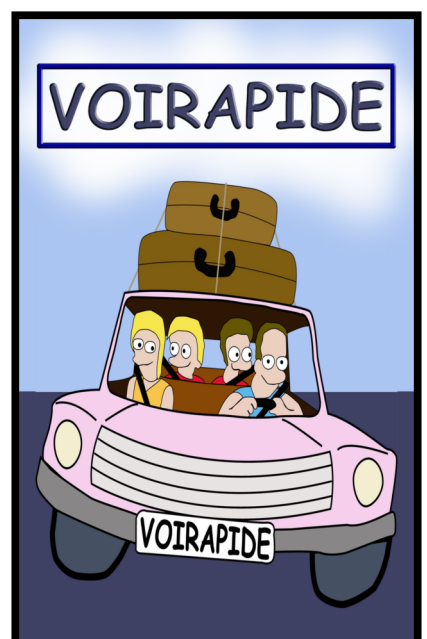
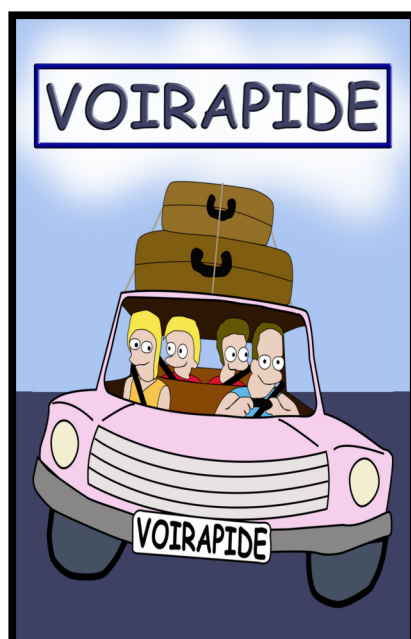
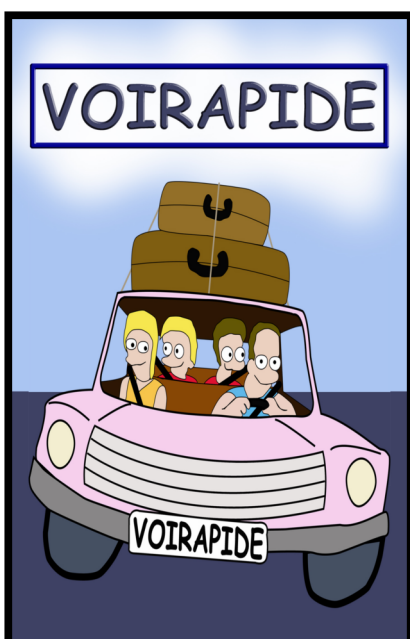
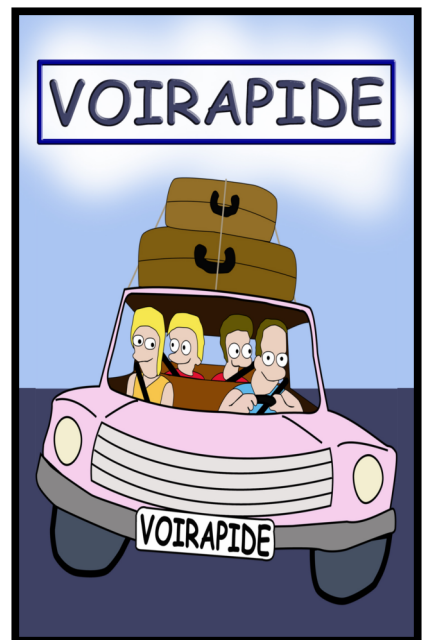
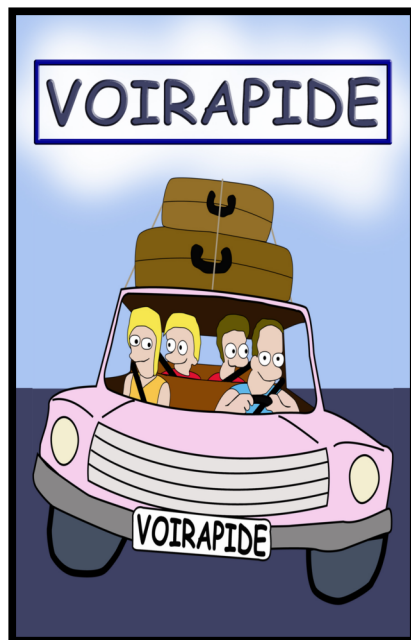
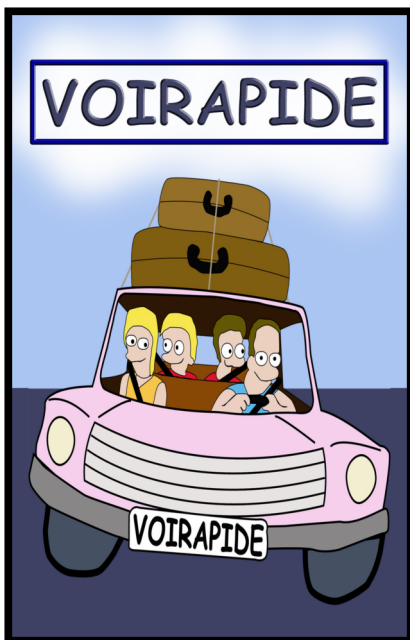
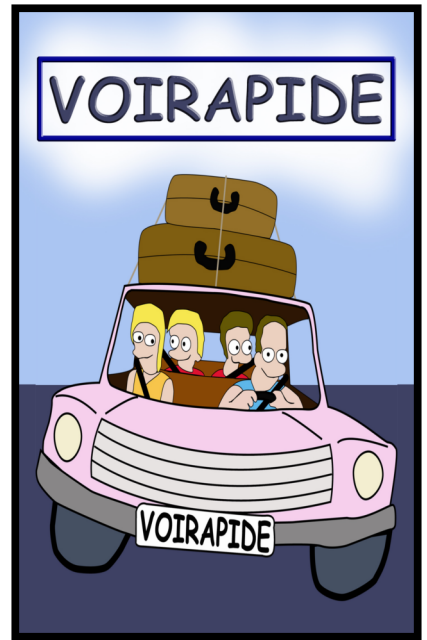
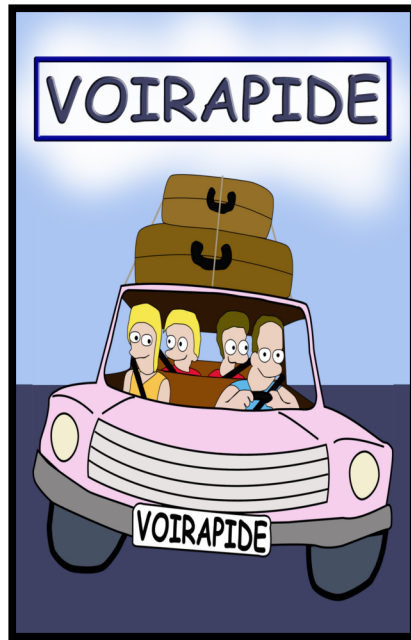
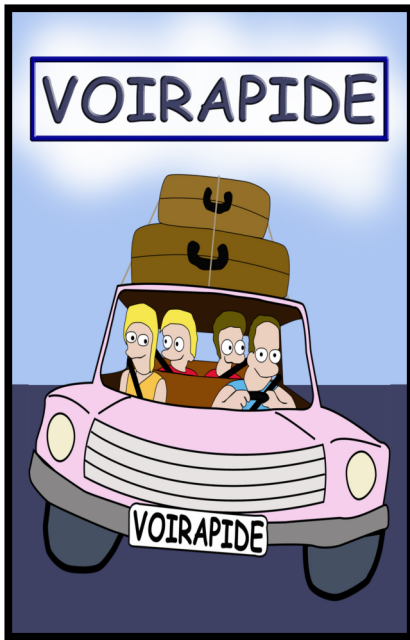
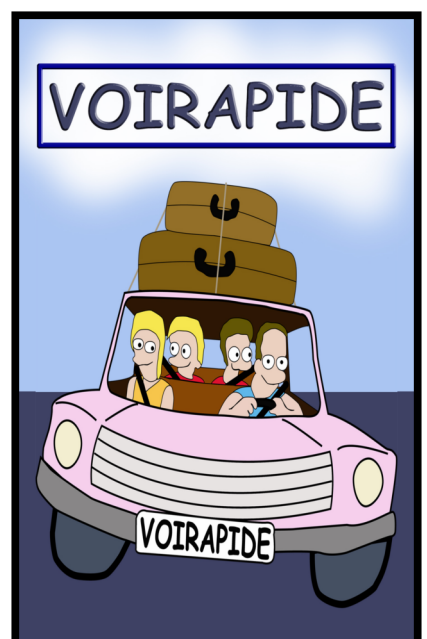
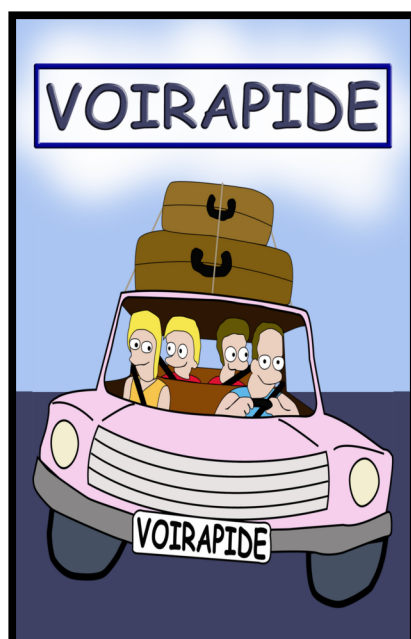
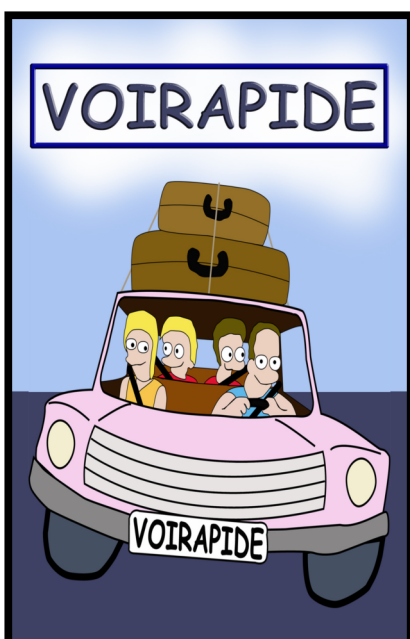
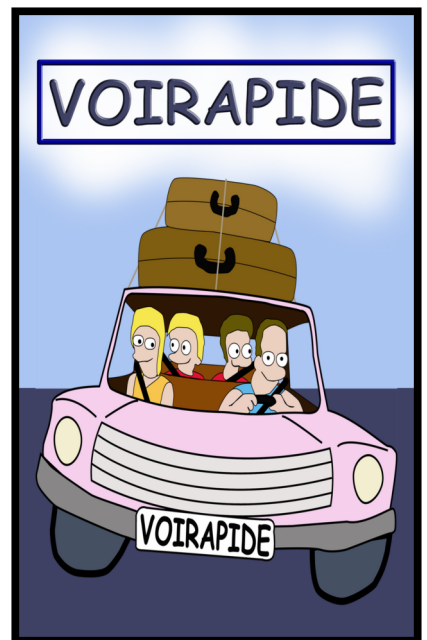
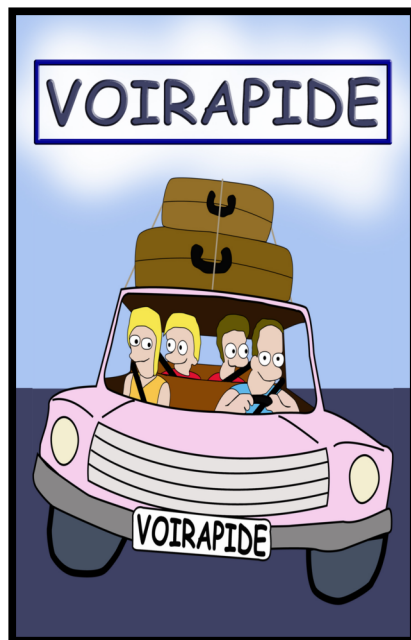
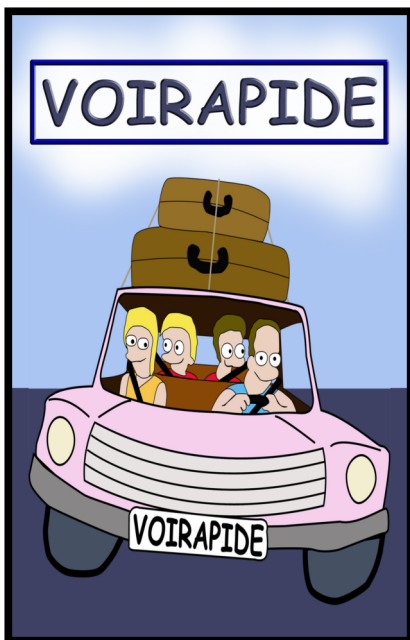
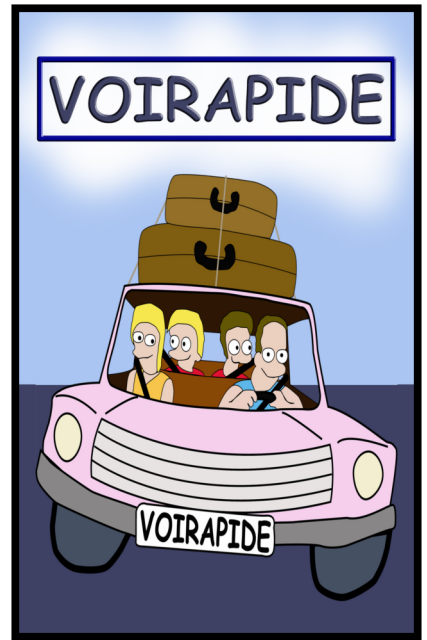
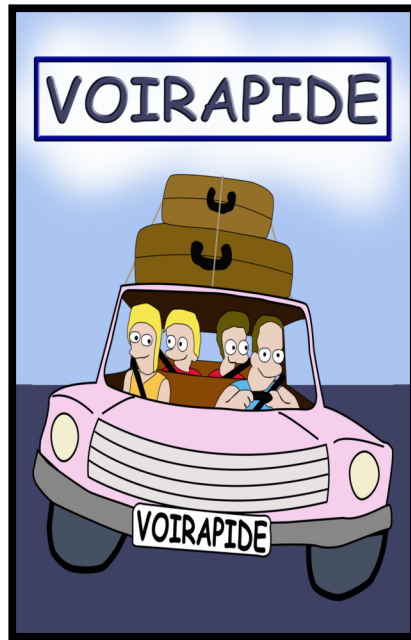
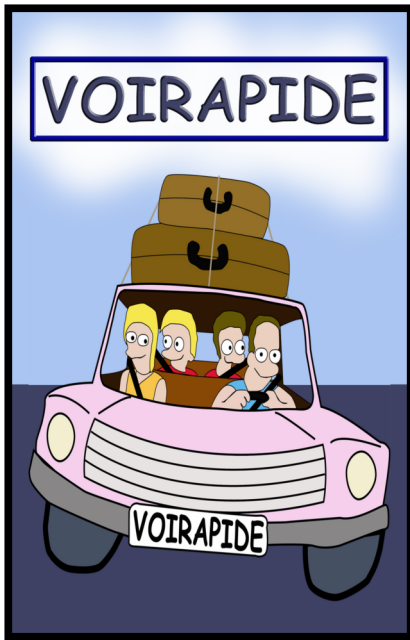
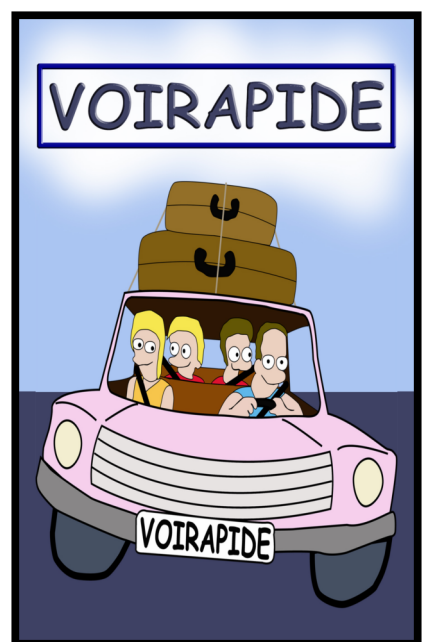
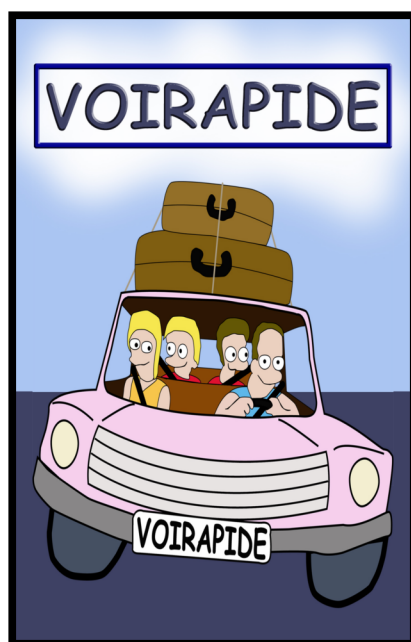
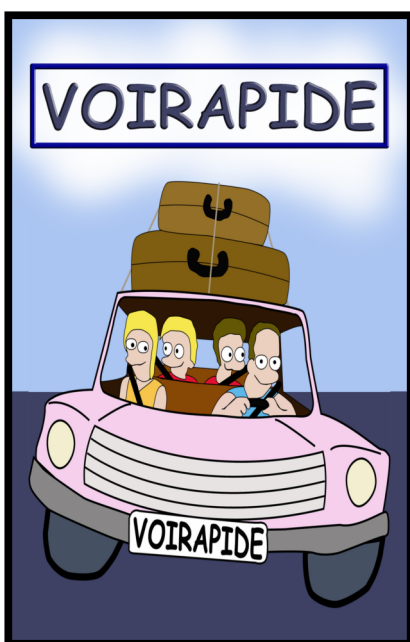
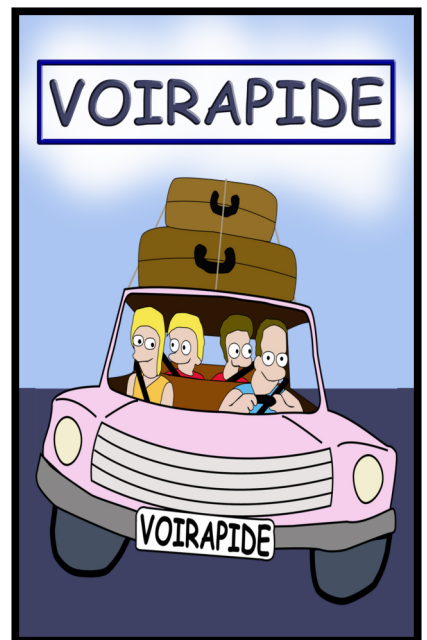
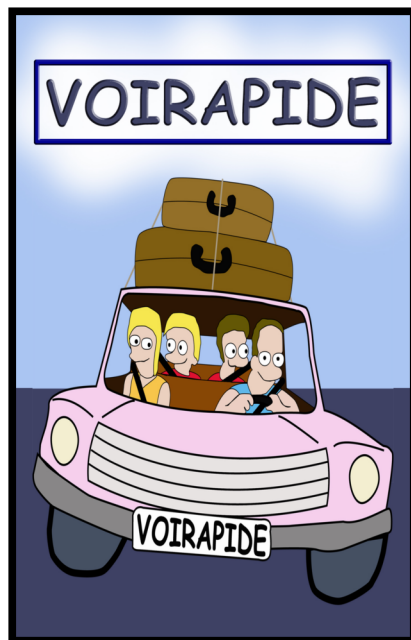
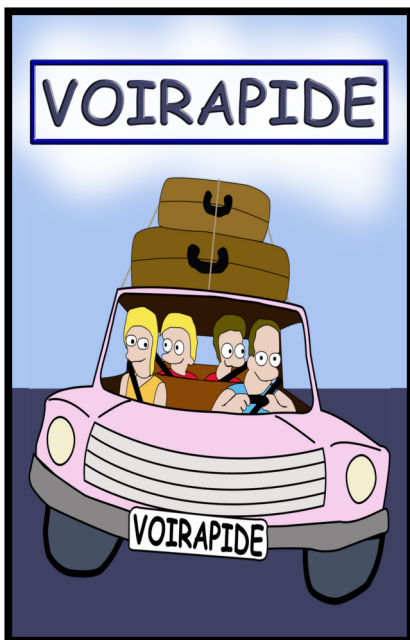
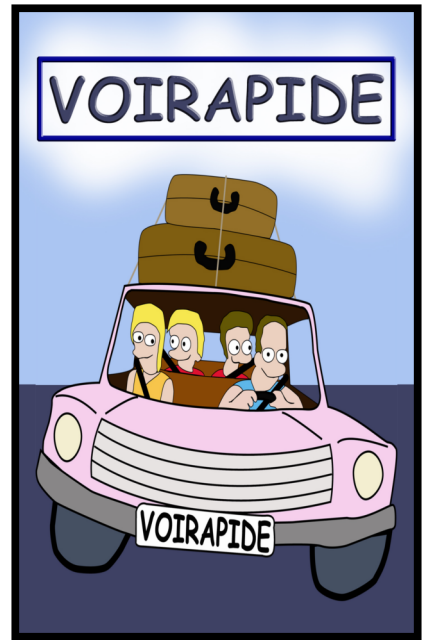
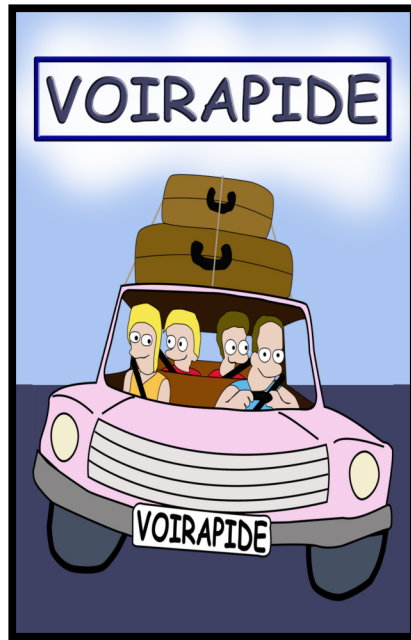
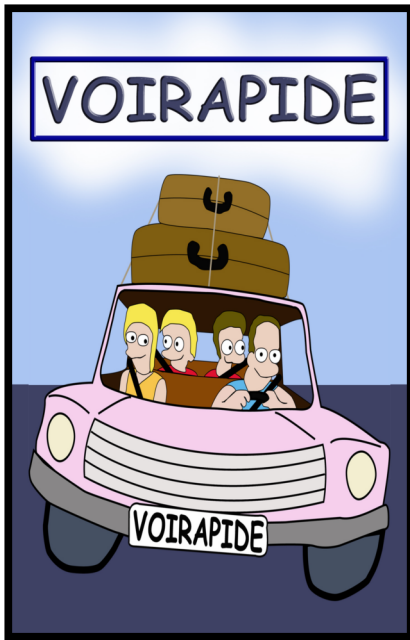
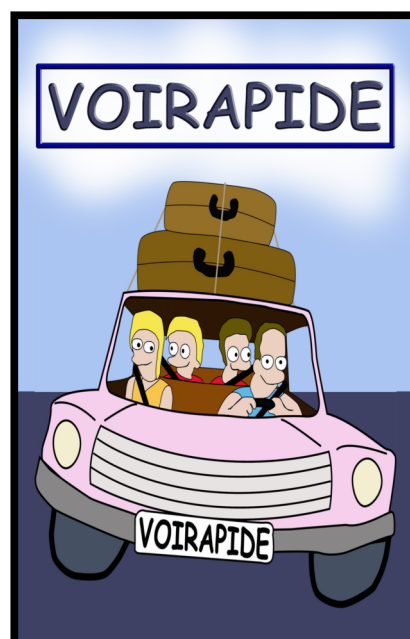
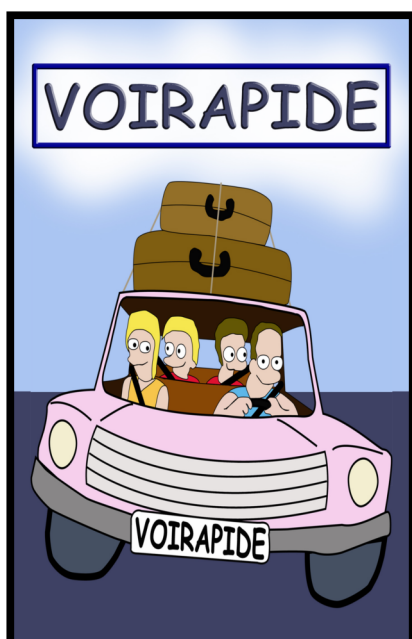
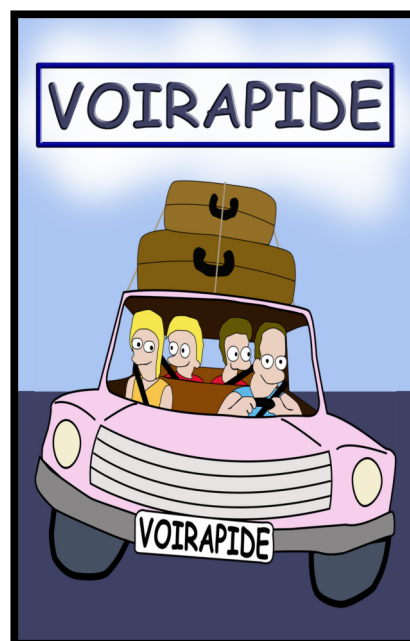
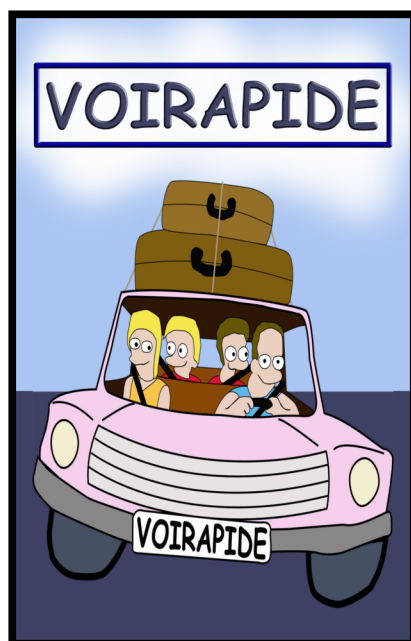
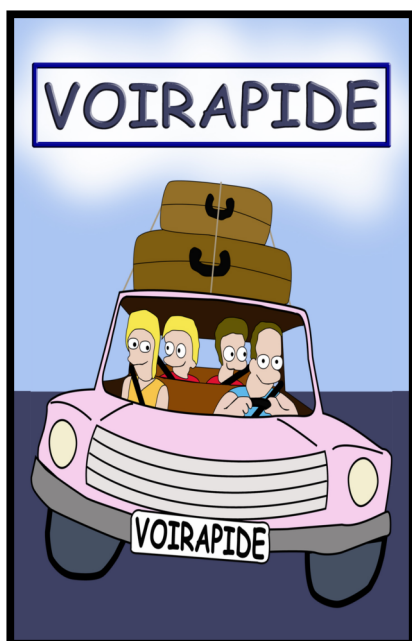
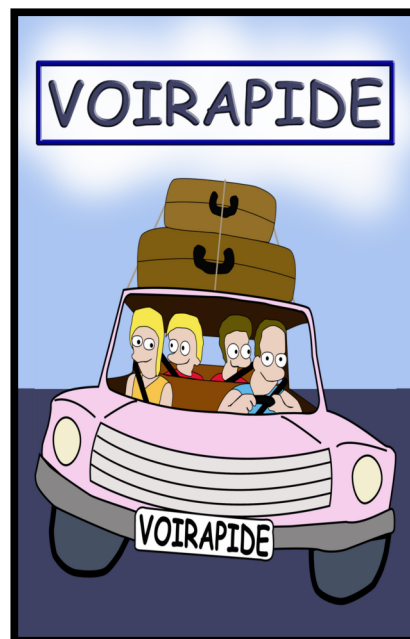
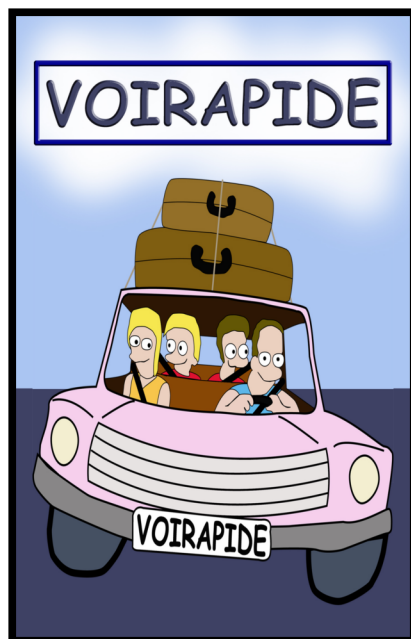
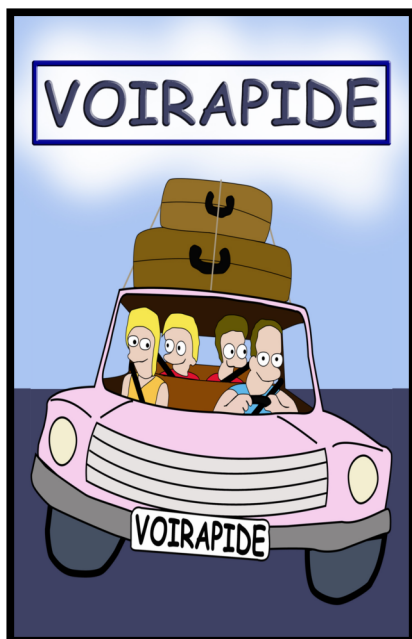










Principe

Trouver l'un des éléments présents sur l'une des 2 cartes...

L'élément trouvé est en zone verte, le joueur gagne la carte correspondante.

L'élément trouvé est en zone rouge, le joueur gagne les 2 cartes.

Les cartes gagnées sont immédiatement remplacées, les éléments annoncés et le jeu continue.

Nota : les éléments à retrouver peuvent être réels ou représentés.

Ex : l'éléphant peut être vu aux abords d'un cirque ou sur une affiche, une enseigne ou un panneau...

Fin de la partie

Quand le paquet est terminé, chaque joueur compte ses cartes, celui qui en a le plus a gagné, en cas d'égalité, tous les joueurs concernés ont gagnés.